

1. Long and slippery

No image

CoF	Comstock - Long	Points	160 p
Targets	16 paper, 4 no-shoot, Total 16 targets	Min rounds	32
Firearm	Handgun	Match-%	33.68%

Procedure	On signal engage all targets from within designated area
Starting position	Gun loaded & holstered, heels touching marks
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Red stick /Right: 90 degrees
Setup notes	

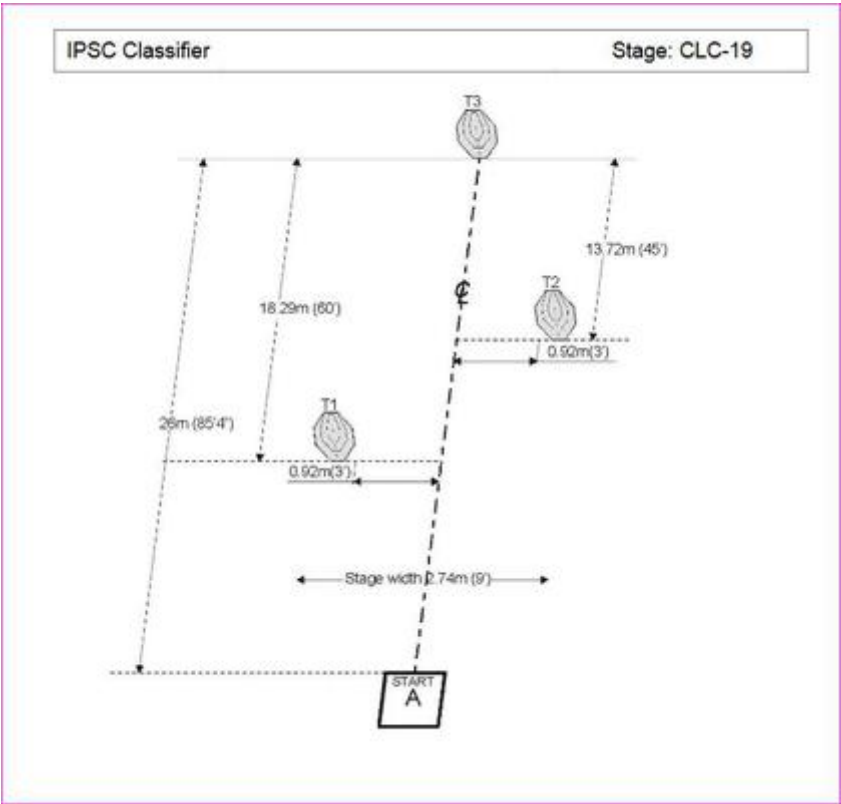
2. Fast and easy

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 4 no-shoot, Total 8 targets	Min rounds	16
Firearm	Handgun	Match-%	16.84%

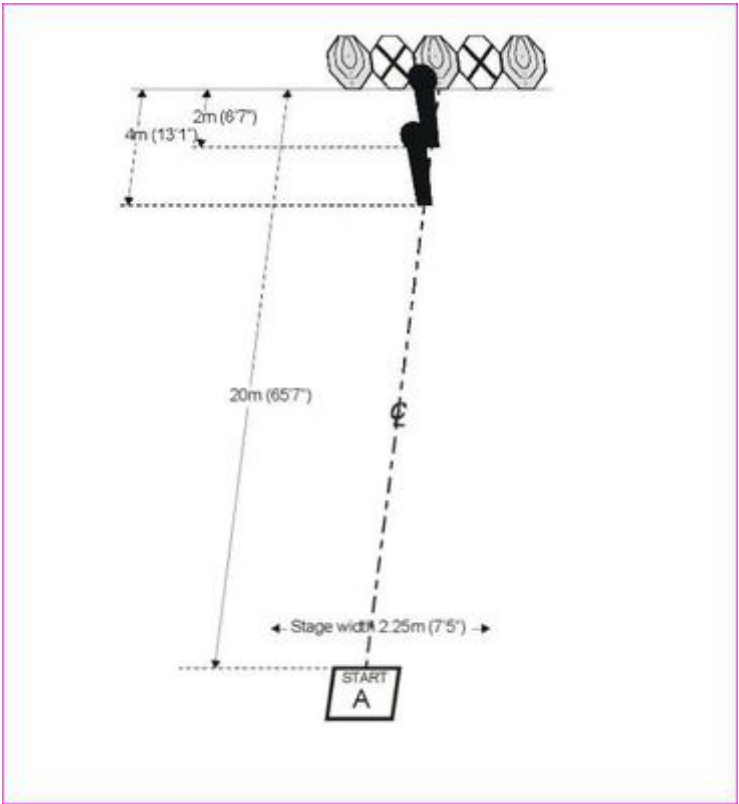
Procedure	On signal, engage all targets from within designated area.
Starting position	Gun loaded & holstered, chamber empty
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	Left: Red stick /Right: 90 degrees
Setup notes	

3. CLC-19



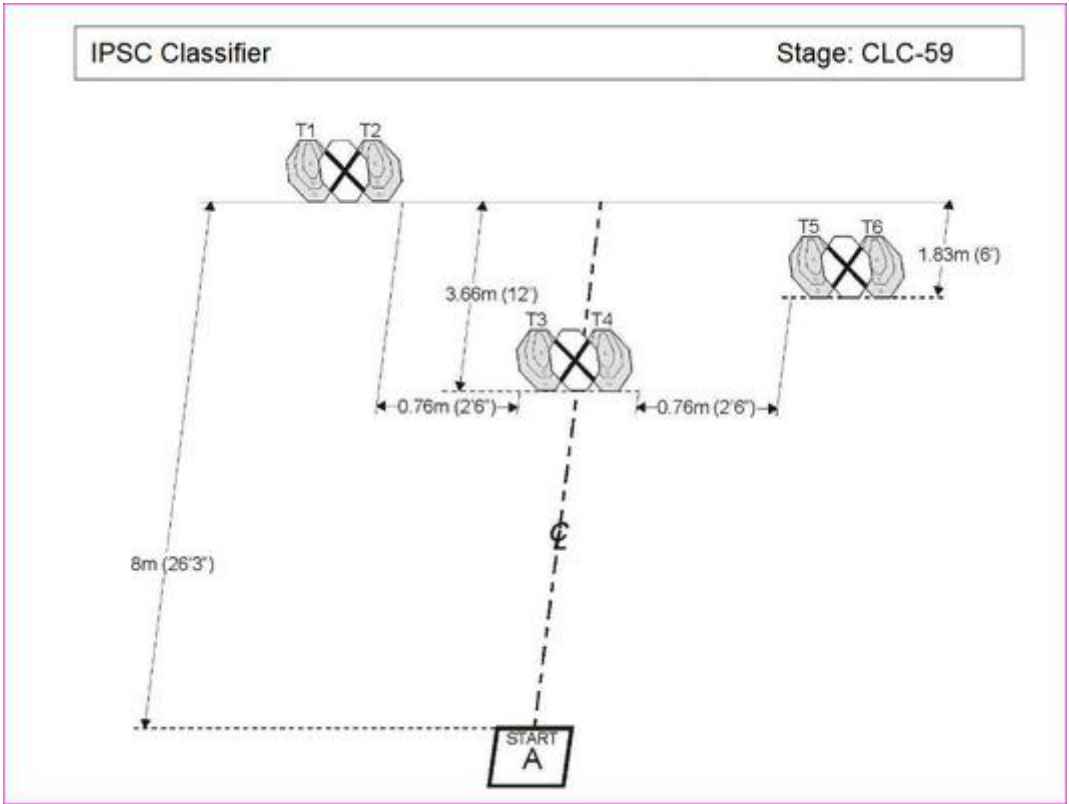
CoF	Comstock - Medium	Points	90 p
Targets	3 paper, Total 3 targets	Min rounds	18
Firearm	Handgun	Match-%	18.95%
Procedure			
Starting position			
Firearm ready condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			

4. CLC-05



CoF	Comstock - Short	Points	40 p
Targets	3 paper, 2 popper, 2 no-shoot, Total 5 targets	Min rounds	8
Firearm	Handgun	Match-%	8.42%
Procedure			
Starting position			
Firearm ready condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			

5. CLC-59



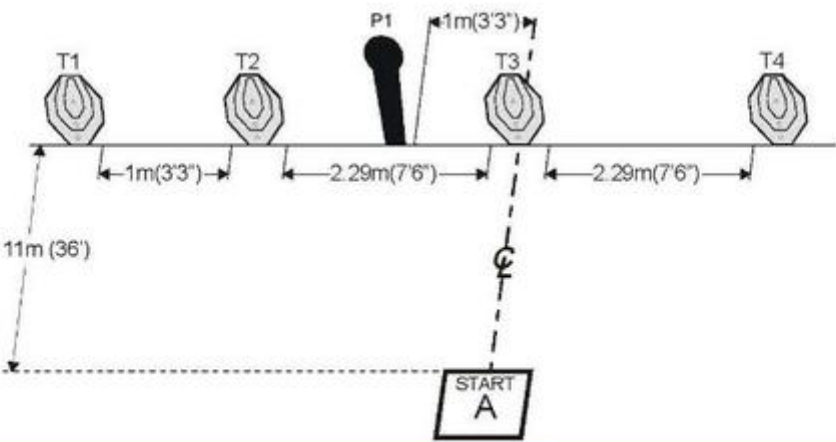
CoF	Comstock - Short	Points	60 p
Targets	6 paper, 3 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	12.63%

Procedure	
Starting position	
Firearm ready condition	
Start on	
Stop on	
Penalties	
Safety angles	L/R
Setup notes	

6. CLC-15

IPSC Classifier

Stage: CLC-15



CoF	Comstock - Short	Points	45 p
Targets	4 paper, 1 popper, Total 5 targets	Min rounds	9
Firearm	Handgun	Match-%	9.47%
Procedure			
Starting position			
Firearm ready condition			
Start on			
Stop on			
Penalties			
Safety angles	L/R		
Setup notes			